ELECTRONIC
GAMES BY
MATTEL ELECTRONICS®
1981

MATTEL ELECTRONICS™

ELECTRONIC GAMES

COMPUTER BACKGAMMON™

The relentless opponent you can take anywhere! Liquid crystal display lets you see the game. Play indoors or outdoors. No loose pieces to get lost! It's all electronic! SIX challenging skill levels developed by World Class players allows beginners or experts to play against the computer! The game features an electronic doubling cube. Optional dice control allows you a choice between the computer's random dice roll or your own roll. It's compact! It's fascinating! Uses one 9-volt alkaline battery, not included.

#1777 Std. Pak 4

COMPUTER CHESS

Mattel Electronics Computer Chess brings ultra sophistication to the game. Designed by a World Chess Master. Four skill levels take competition from novice to highly

#1777 COMPUTER BACKGAMMON™

#1992 COMPUTER CHESS

experienced! It's a totally self-contained game. The LCD playing board offers shape recognizable pieces visible indoors and out. No extra playing pieces! Moves are made electronically! If your game strategy fails, you can take back up to three moves. Ask the computer to help on your next move. Computer chess can help you sharpen your game and improve your playing ability. Play against an opponent . . . or play against the computer . . . or watch as the computer matches wits against itself. Use the special option to set up selected moves . . . mating threats, checks, or practice your attacking and retreating tactics. You can even save your unfinished game for up to several days. It's the perfect game for the chess addict! Uses 4 "AA" batteries or Mattel Electronics Super AC Adapter, not included.

#1992 Std. Pak 4

HORSE RACE ANALYZER

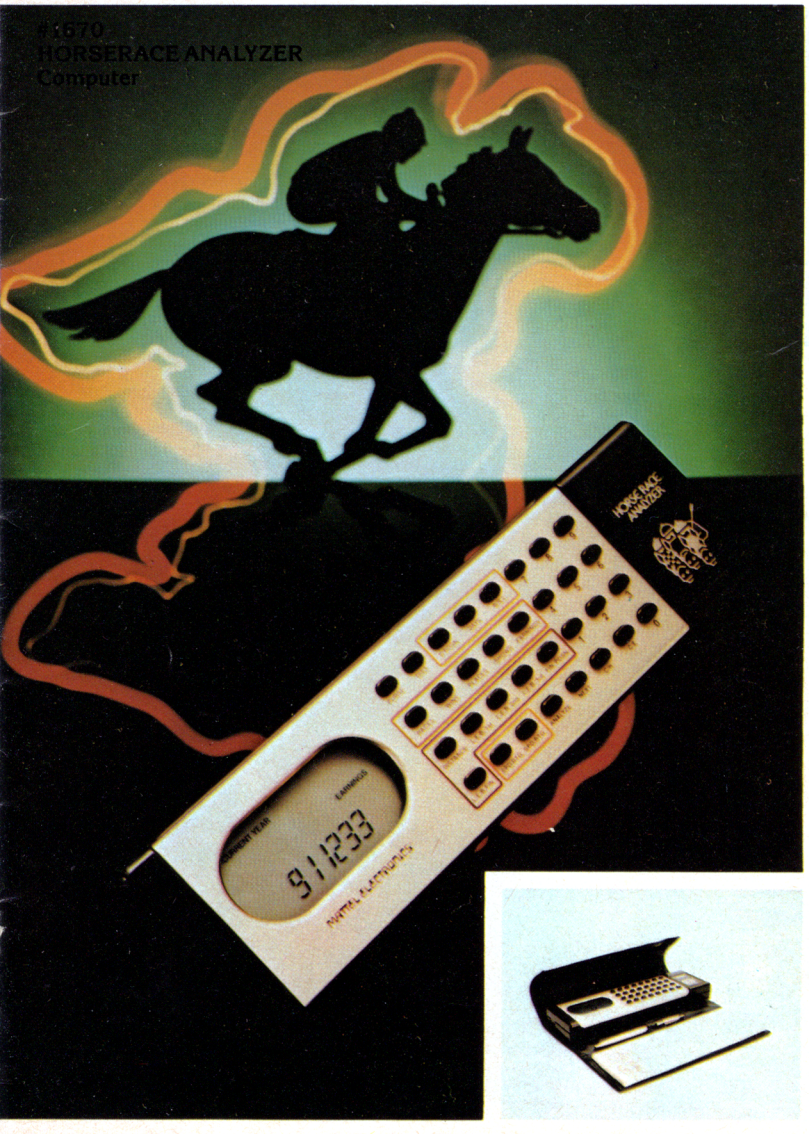
"Let's go to the races!" The Horserace Analyzer™ uses key information about each thoroughbred as it appears in your Daily Racing Form. It takes you about 15 minutes to punch in the numbers the computer needs (it asks you for the specifics in sequence so you won't forget anything) then it gives you its ratings of the best 4 horses in the race! In a limited statistical test of over 1,000 races at various tracks. Mattel Electronics® Horserace Analyzer selections finished first, second or third 60% of the time. This handheld device is packaged with an attractive leather-like case, scratch pad and pen.

#1670 Std. Pak 6

Operates on 9-volt transistor battery, not included.

TICKER TAPE FEVER

Mattel Electronics® brings you the excitement of Wall Street to challenge your strategic thinking! One to four players each start with $100,000. Think fast take calculated risks, buy and sell the stocks on the move. You win if you're the first to make a million! Two high-speed electronic tickers show you "public" news and "private" information. You don't have to wait your turn. Simultaneous play allows everyone to buy or sell at once. Fun for the whole family (from ages 10 to adults). Here's your chance to learn the techniques that make some people wizards of the market! 8 stocks from 4 major industries add realism to this fast-paced electronic game. Four skill levels! Each step up brings added features—put and call options, short selling, borrowing, even wheeling and dealing in the companies you "control"! Operates on four "D" cell or Mattel Electronics' Super AC Adaptor, each sold separately. **#3214 Std. Pak 4**

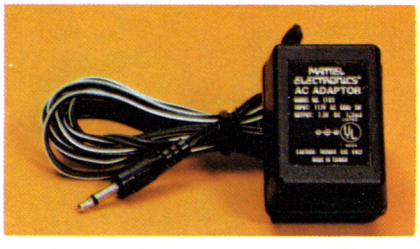


#3214 TICKER TAPE FEVER™ Electronic Game

AC ADAPTOR

Plug it in and play Mattel Electronics® games without a battery! The AC adaptor is compatible with all 9-volt battery-operated games by Mattel Electronics that have an AC adaptor jack. Computerized fun with or without batteries! Not a battery recharger. Listed UL #883K

#1103 Std. Pak 24



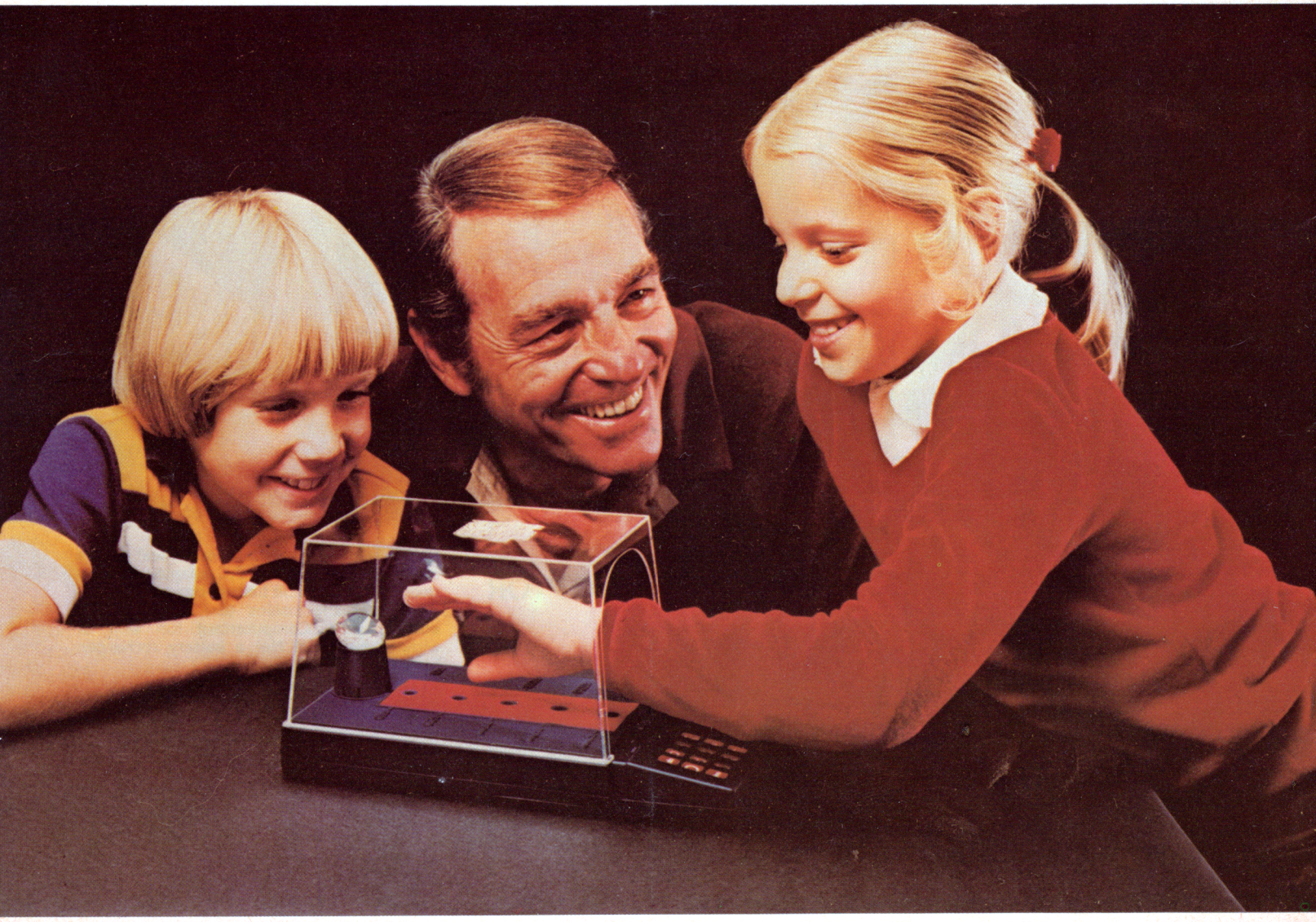
MATTEL ELECTRONICS™

JEWEL THIEF

Your challenge is to break the computer code . . . slip past the electronic eyes, steal the "jewel!" Player or computer enters a number from 1 to 2000. Then you try to guess that secret number. Now check to see how close your guess came! Put your hand into the "jewel" case. Pass over the first sensor, no buzz. Go over the next sensor, BUZZ! Now you know that the number you guessed is within 500 of the secret number. Guess again. Find the secret number and grab the jewel. Package is corrugated with 4-color label. Game features On/Off switch. Play "Jewel" Keyboard. For 1 or more players. Ages 5 and up.

#3297 Std. Pak 4

#3297 MASTER JEWEL THIEF Electronic Game



WORLD CHAMPIONSHIP™ BASEBALL

This is it! Electronic baseball for the baseball addict! WORLD CHAMPIONSHIP™ Baseball is action and strategy. Offense and Defense on the diamond on a table top! You'll select a 9-man Batting Order from a team roster 15 ball-players long! Each has individual strength and weaknesses — RBI's, Average, Stolen Bases, Throwing Arm, etc. Pick a lineup and juggle it! Pinch hit for power, bring in the run. Go with left vs. right-hand percentage. Pitcher getting "tired?" Pull him! Bring in a reliever. Hitters bunt, take a pitch, swing for a "keep the rally going" single, or swing for the "fences". A homer makes the diamond light up, complete with musical flurry! There are pick-off plays and double plays. And you get six pitches to work with — fast balls, slow balls, curves and combinations, Balls, strikes & outs are automatically displayed. Four different playing speeds. Two complete games. You vs. the Computer. Or you against another baseball enthusiast. It's the unique table top challenge in electronic baseball! Game operates on 6 C-Cell batteries, or Mattel Electronics® Super AC Adaptor, both sold separately.

#3201 WORLD CHAMPIONSHIP BASEBALL

#3201 Std. Pak 4

WORLD CHAMPIONSHIP™ FOOTBALL

It's electronic football for the avid fan! WORLD CHAMPIONSHIP™ Football is fast-paced gridiron action and strategy you play on your table top. You're the quarterback on a 5 member offensive team. Choose from five formations. Call an unlimited number of plays, including options. Finesse defense out of position. Throw the bomb! Or run it in for a touchdown! Punts, field goals and onside kicks are part of the action. On defense, you're the safety with 3 other teammates. Position your back and cover receivers. Make pass interception, blitz your safety and sack the quarterback! See 8 yards of the regulation 100 yard field at a time. As the ball travels downfield, the field "scrolls". Players have shaped figures. Teams are distinguished by green & blue colors. Hear a "charge" tune at kick off and after a touchdown! Hustle through play calling when the 30 second clock begins to count down. If the clock runs out before you're through calling, it's an automatic 5 yard penalty. Play against another football enthusiast, or play solo against the computer. Four different speeds. Separate controls for each team! Game operates on 6 C-Cell batteries or Mattel Electronics® Super AC Adaptor, each sold separately.

#3202 WORLD CHAMPIONSHIP Football

#3202 Std. Pak 4

MATTEL ELECTRONICS™

SOCCER 2

Now the pro version of this international sport takes electronic soccer to new heights of skill, challenge, and fast-paced fun! Four levels of speed and complexity allow spirited competition between experienced and beginning players! With all the options it's your ball. Pass it to an offensive teammate! Make high and low kicks to pass and score. You'll have realistic soccer situations. Kickoffs, corner kicks, goal kicks, and throw-in. Watch out for midfield turnovers as the computer-operated defense and goalie steal the ball! The action moves across a multi-segment field, with room for an almost endless variety of strategy plays! Simulated game sounds include whistles, buzzers, kicking signals and scoring tunes. It's fascinating!

#1642 Std. Pak 6

BASKETBALL 2

It's the all pro version of the original basketball game. New features provide action—like the 3 point play, fouls & foul shots, 3 second violations and three different computer-controlled defensive options—man to man, zone and press. Plus there are now two offensive players with passing between them. It's your ball! Clock's ticking. Move your player across the court. Fake left! Dribble right! Pass! Shoot! Score! Four different skill levels plus digital game clock and scoring. Authentic sound simulations include: "Ref's whistle", "buzzers" and more! Basketball 2 game comes fully assembled with playing instructions.

#1645 Std. Pak 6

Operates on 9-volt transistor battery, not included.
#1642
Soccer 2

Operates on 9-volt transistor battery, not included. Pocket electronic game for 1 or 2 players.
#1645
Basketball 2

Operates on 9-volt transistor battery, not included.
#2946
Hockey 2

Operates on 9-volt transistor battery, not included. Pocket electronic game for 1 or 2 players.
#1050
Football 2

HOCKEY 2

All that's missing is the ice! All the fun and challenge of professional hockey! The built-in computer controls the defense, including a goalie who can capture the puck if you get too close. It's your puck! Cross the blue line, skate behind the goal. Shoot! Score and hear the victory sound! If your shot is blocked or goes out of bounds, you forfeit the puck! Hear the referee's whistle! Game features digital scoring, 4 directional keys and 2 shoot buttons. Simulated sounds for end of periods, ref's whistle and scoring.

#2946 Std. Pak 6

FOOTBALL 2

Passing! Running! Kicking! You call the plays. Computer's on defense. Watch out for interceptions, blitzes or a two-point safety! Football 2 by Mattel Electronics is like taking the field! You drop back to pass, scramble, hit the receiver downfield! Touchdown! Three-point field goals and punts. Kickoffs, too—even runbacks! This is the all-pro edition. Simulated game sounds include "Ref's whistle," "Charge", "Victory" tune for TD's & field goals. Status key gives down, field position & yards to go. Score key gives score & time remaining! New wider screen, 4 playing speeds, 4 directional keys!

#1050 Std. Pak 6

BOWLING

Here's an electronic bowling game that's really different! Sensors react to your hand movement to change the direction of the ball! You can actually use tilt action ball control! A delicate touch will let you pick up those hard-to-get splits, because the ball hooks or curves when you tilt the game at the right moment! You can spot the ball at one of seven starting locations, then watch it roll down the alley. Strike! Sound effects let you know when you've got 'em all—or gone in the gutter! Seven speeds offer different skill levels. Play it alone, or compete with a friend Automatic pinsetter and a full ten frames plus digital scoring! Game operates on one 9-volt alkaline battery or Mattel Electronics® AC Adaptor each sold separately.

#1995 Std. Pak 6

#2942 Baseball
Operates on 9-volt transistor battery, not included.

BASEBALL

All the fun and excitement of the great national pastime. You're at bat! The built-in computer plays defense and controls the pitches. Press the "Pitch" button here comes the ball. Press "Hit". You swing at fastballs, curves and change-ups. If you get a hit, press "Run". Stretch a single into a double! Beat the throw . . . Safe! Score big with a home run! Product features two playing speeds and simulated sound effects for home runs, hits, strikes, outs and game end. Play ball!

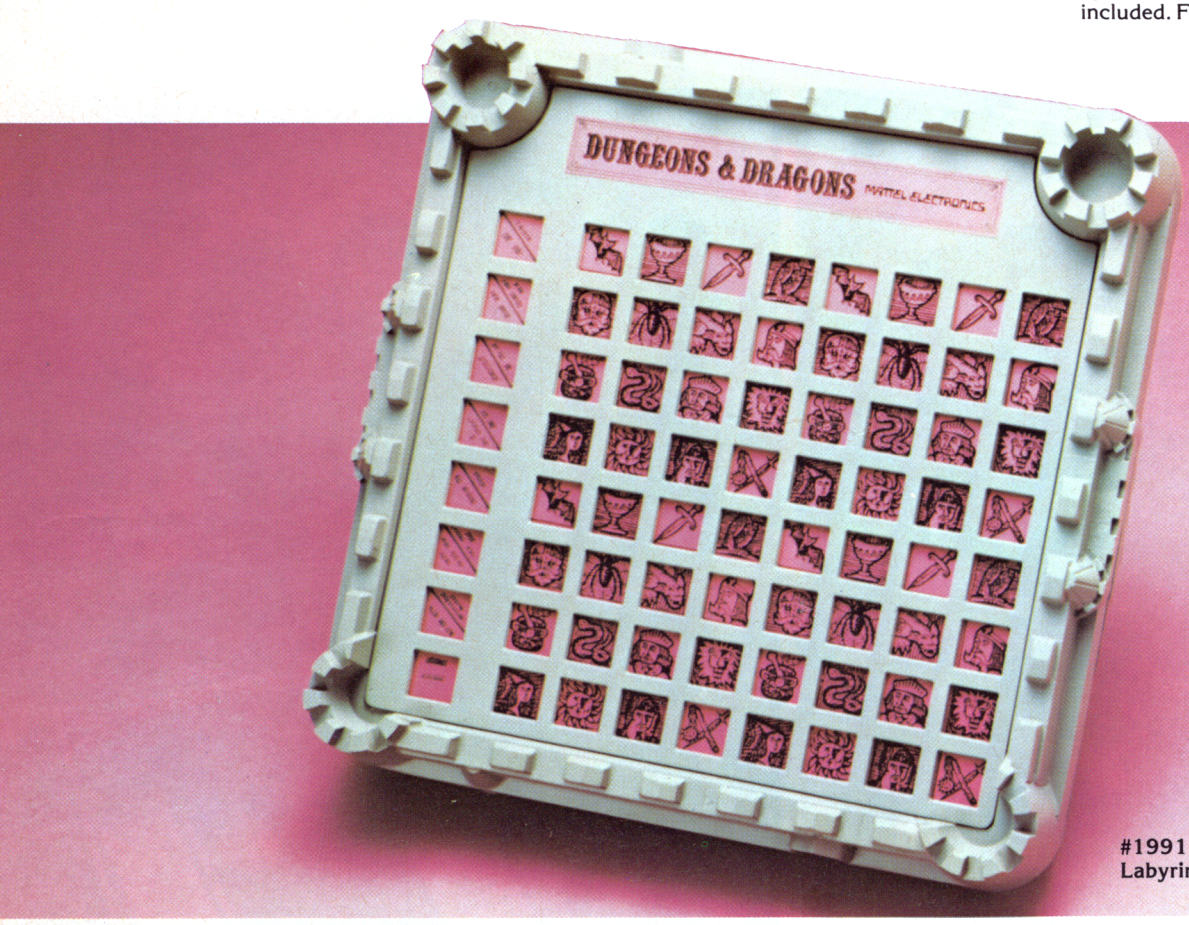
#2942 Std. Pak 6

#1995 Bowling Electronic Game

DUNGEONS & DRAGONS™

Enter an electronic world of strategy and adventure, with Dungeons & Dragons™ computer labyrinth game. Your goal—to find and steal the dragon's treasure. Make your way through the dungeon labyrinth on a touch-sensitive electronic board. Exciting electronic sound clues help you locate labyrinth walls, warn you when the dragon is awake and after you. Quickly now! Grab the treasure and get back to your secret room before the dragon gets you. Play alone against the dragon computer or take the dragon and a rival warrior. Two skill levels to choose from. Electronic playing board even looks like a dungeon, with special storage cell beneath the drawbridge for game pieces and instruction book. Game includes electronic playing board. 4 diecast metal playing pieces (2 warriors, 1 dragon and treasure). 50 plastic wall pieces and playing instructions. Game operates on one 9-volt alkaline battery, not included. For ages 8 and over.

#1991 Std. Pak 6



#1991 DUNGEONS & DRAGONS Computer Labyrinth Game

#1237 THE ELECTRONIC CONNECTION Activity Centre

ACTIVITY CENTRE

Hours of electronic fun at the touch of a pencil or stylus! The Electronic Connection™ Activity Centre opens a whole world of math, music, mazes, spelling, word fun and strategy games for 1 or 2 players. The Electronic Connection comes with 20 reusable activity cards. Electronic circuits are printed right on the cards! Just slip a card into the activity centre and connect the circuits with a soft lead pencil or the built-in stylus. Some cards can be used with the stylus alone. When the connection is made you hear exciting electronic sounds! Kids love to create their own music, program their own games, and learn spelling and math the fun way. Card storage compartment and easy-carrying handle make the Electronic Connection a great take-along activity centre. Keeps youngsters entertained for hours. Activity cards can be erased and used again and again! Comes with stylus #6 pencil, eraser, 20 activity cards and instructions. One 9-volt alkaline battery not included. Package is corrugated with 4-color label. **For ages 5 and over.**

#1237 Std. Pak 6

BRAIN BAFFLER™

The electronic wizard that plays reaction and strategy games with human minds. Match wits with the computer or a friend. Eight challenging word and number games are fun for the whole family. You'll have to sharpen your skills to win against the advanced microcomputer—it controls the action, scoring and game play. Try Anagrams™, Build-A-Word™, Flash Word™, Copy That™, Go Hang™, or Concussion™. Educational as well as entertaining. Package is 4-color chip. Game features 38-character keyboard, 8-character l.e.d. display, complete instructions. For 1 or 2 players. Uses 9-volt battery or AC adaptor. **Not included.**

#1080 Std. Pak 6

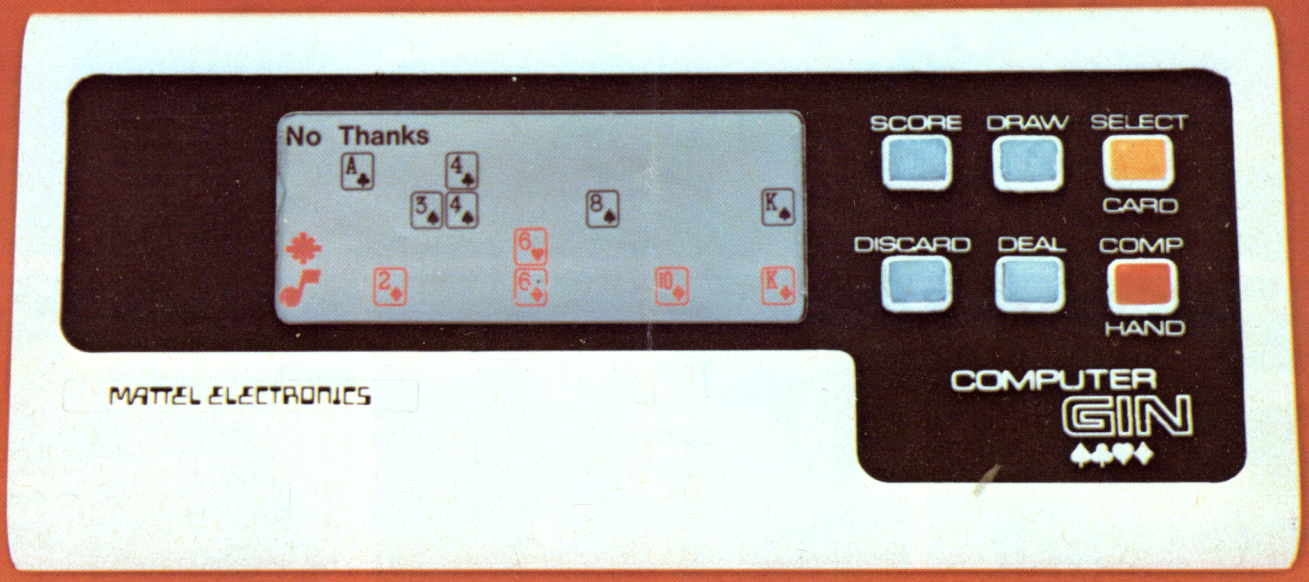
COMPUTER GIN™

Match your Gin Rummy savvy against a card-sharp computer! Choose one of two skill levels—beginner or advanced. Red and Black miniature "cards" appear on the unique LCD-spellout display—just like a real deck of cards! Let the computer shuffle, deal, score. Special "messages" light up on the screen to keep you informed of the computer's play. Follow standard rules to see if you can call "Gin!" before the computer. It's not easy. Your opponent is a master of the game! After each round, press a button and compare the computer's hand with your own. Computer keeps a running tally of the score. Everything you need for challenging game after game of Gin Rummy is right in this trim, handheld unit. No TV hook-up necessary! It's you against the computer in a total contest of card-playing skill. Game operates on 9-volt alkaline transistor battery or Mattel Electronics® AC adaptor. (Each sold separately). Complete playing instructions included. 4-color package.

#1669 Std. Pak 6

#1080 Brain Baffler

#1669 COMPUTER GIN ELECTRONIC Game



Introducing a total system designed to sharpen and develop learning skills—through fun! The heart of the system is a child-sized, programmable computer that is easy to use alone or with the supporting system of learning fun modules.

The Computer

The computer itself has a multi-function keyboard, musical sound effects, animated viewing screen, and 3 built-in introductory modes. Type Mode helps a child develop vocabulary, spelling and writing skills. Music Mode allows him to play and compose songs while learning musical concepts. Art Mode offers the unique opportunity to draw electronically. The computer is self-contained and comes with a big Activity Book that offers over 100 activities to help children learn through the fun and excitement of discovery.

The Supporting Software

The system's real versatility lies in the supporting software, an expanding electronic library of learning fun modules, developed under consultation from educational experts in each subject area. Eight subjects are scheduled in 1981, with more planned for future introduction, including science, history, health, economics, arithmetic, fractions & decimals, geography, plus strategy, sports games and more. Through this expanding network of learning fun modules, children are offered a variety of learning levels. When possible, programmed subjects allow for a child's input, so activities can be tailored to individual interests and needs. All modules can be used by a child alone, or with a friend or parent.

DISCOVERIES IN™ Math I
Learning Fun Module

The Children's Discovery System™ comes with Discoveries In™ Math I learning fun module. Activities include a calculator, "flash card" fun, math quiz game, and metric/U.S. conversions. A separate Math Activity Book gives sample problems and more math facts and fun.

The Children's Discovery System™ includes fully assembled computer, activity book with instructions and Discoveries In™ Math I learning fun module containing cartridge, overlay and activity book with instructions. Computer uses 9-volt alkaline battery (not included). **For ages 6 to 11.**

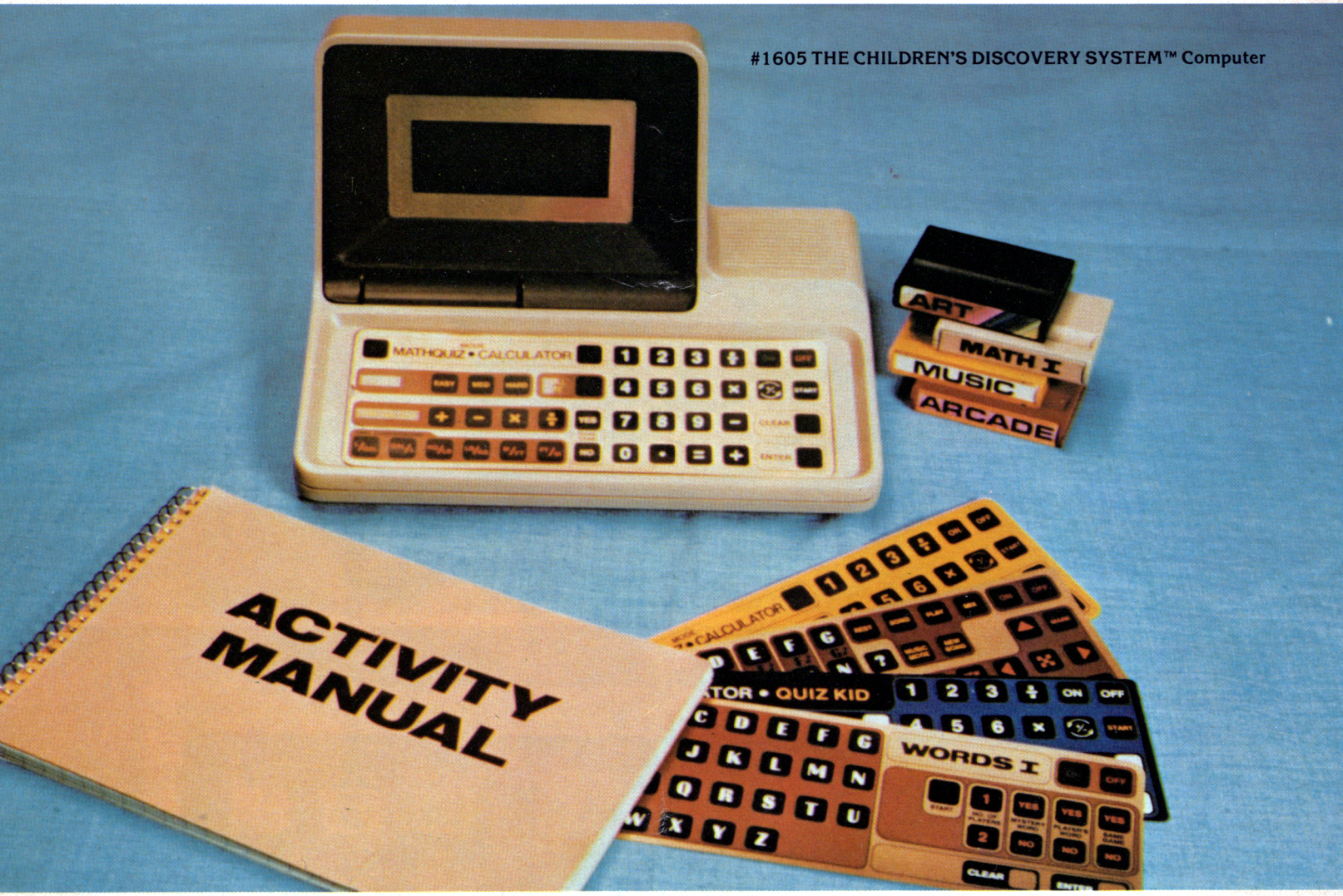
#1605 Std. Pak 2

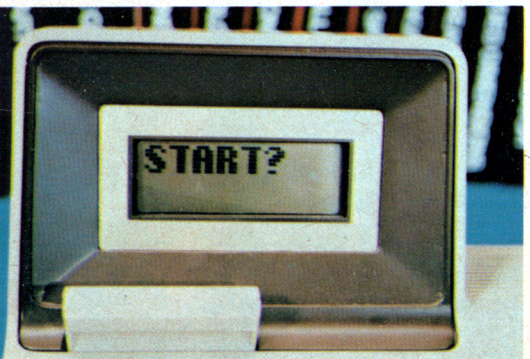
LEARNING FUN MODULES

These learning fun modules are available for use with The Children's Discovery System™.

Discoveries In™ Words I (ages 6-8) **and II** (ages 9-11) offer computerized word games to help sharpen spelling skills. **Discoveries In™ Art** puts art into action with 5 exciting activities. **Discoveries In™ Arcade Action** challenges a child with 3 games of reflex, judgment and coordination. **Discoveries In™ Music** lets children create, play and learn music with a special "synthesized" sound. **Discoveries In™ Science, Sports** and **History** scheduled to be available in 1981*. Each module includes pre-programmed cartridge, plastic keyboard overlay and activity book with instructions. Each module sold separately. **For ages 6 to 11.**

#1607 (Words I), #3346 (Words II), #1609 (Art), #3349 (Arcade), #1608 (Music), #3347 (History)*, #3350 (Science)*, #3348 (Sports), Std. Pak 6





FUNTRONICS™

Mattel presents a line of hand-held electronic games—especially for kids! Familiar outdoor and playground themes are showcased. Games are simple to understand easy to play, and they're fun and challenging for "big" kids too! Great to play with a friend or alone—take them anywhere. Now with Funtronics, electronics comes to kids. Batteries not included.

1497 Funtronics
Tag™ Electronic Game

#1603 Funtronics
Jacks™ Electronic Game

#1604 Funtronics
Red Light Green Light™ Electronic Game

TAG™

Mattel's new Funtronics™ Tag™ has the exciting electronic touch! It's a race against the computer and time! When a light pops on, quickly press the button next to that light. Now tap the next light's button. Tap 14 correct buttons before time runs out...you win! But if you tap the button after the light goes out or tap the wrong button you're penalized! On position 1, the speed increases as you get closer to 14 correct taps. On Position 2, each game has 1 constant speed but each time you win the next game is played at a faster speed. Shrink wrapped. Game features on/off switch, 7 l.e.d.'s tap buttons, electronic sounds, foil label and easy carrying handle. For several players to play one at a time. Ages 5 and up.

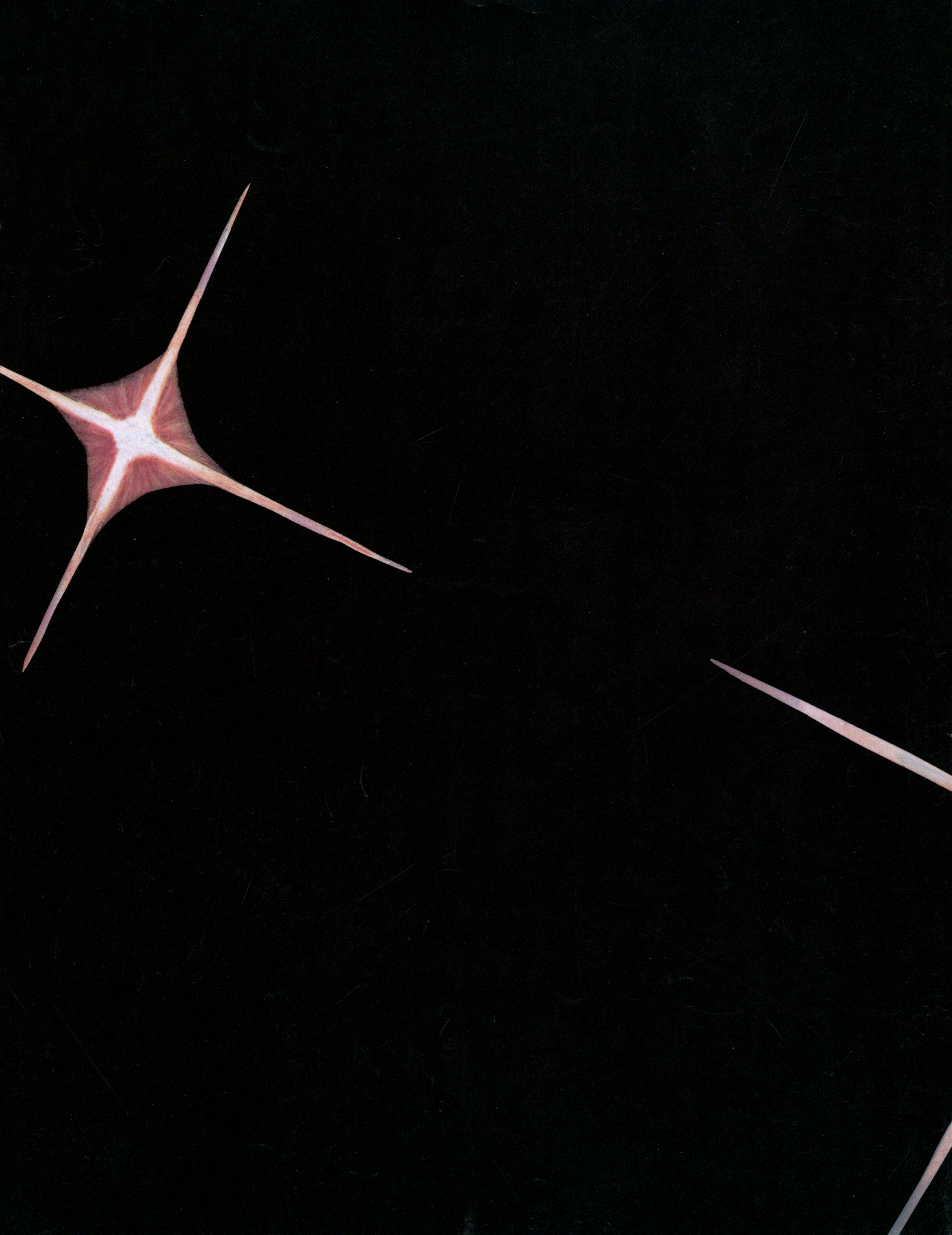
#1497 Std. Pak 6

JACKS™

One-sies, two-sies, three-sies, fours, just like jacks without the floor! Electronic Jacks™ is a 2 player game that you pass back and forth. Quick when a light pops on, press the nearest jacks, button, Position 1 has a game to sixies, and Position 2 has a game up to twelve-sies. Each position has 5 speeds. The lights flash faster—you have to be really quick! Ten levels of difficulty in all. Package is 4-color chip, shrink wrapped. Game features on/off switch, ball button, jacks button, 8 L.E.D.'s electronic sounds, foil label, and easy carrying handle. For 1 or 2 players. Ages 5 and up.

#1603 Std. Pak 6

RED LIGHT GREEN LIGHT™

Red Light Green Light™ goes electronic! The outdoor action game you can play anywhere. Battle against your opponent and avoid the red light. Wait for the green then race to the top, get there first and hear the victory tune. There is just as much fun even when you play solo against the computer. For Position 1, press arrow key once to move towards the top light. You really have to be quick! Select one of three speeds in either position. As the speed increases, skill level increases—red and green lights flash faster and faster. Six levels of difficulty in all. Package is 4-color chip, shrink wrapped. Game features on/off switch. Traffic signal with flashing red & green lights, advancing arrow buttons, 14 L.E.D.'s electronic sounds, foil label, and easy carrying handle. For 1 or 2 players. Ages 5 and up.

#1604 Std. Pak 6